AUTHOR: David Banner
GRAPHICS: Terry Greer

LOADING INSTRUCTIONS

ZX SPECTRUM 48/128K Cassette

Insert the tape into the cassette recorder. Type LOAD"" followed by ENTER. Press PLAY on the cassette recorder. Loading will now commence.

AMSTRAD CPC 464 plus DDI-1, CPC664, CPC6128 Disc.

Insert the disc into the drive, with the name label uppermost. Type run "ASH" followed by ENTER (RETURN on the 6128). Loading will now commence.

AMSTRAD CPC464, CPC664, CPC6128 Cassette

Insert the cassette into the data recorder and press PLAY. If you have a disc based computer (664 or 6128), first type ¦TAPE followed by ENTER (or RETURN). Type RUN" followed by ENTER (RETURN on 6128). Loading will now commence.

AMSTRAD PCW 8256/8512 Disc

After switching on the computer, insert the SYSTEM disc supplied with the machine into the drive, with SIDE 2 leftmost. After a few seconds CP/M will load, presenting you with the A> prompt. Remove the SYSTEM disc. Insert the game disc into the drive, with side A leftmost. Type the word "ash", followed by RETURN. After some seconds, the title page will be displayed. Turn the disc over, (i.e. SIDE B is now leftmost), then press any key to start the game.

AFTERSHOCK

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THE STORY

Everyone knew that the earthquake would come, there had been enough warnings. It was inevitable, with a fault line running through the heart of the city. All the experts agreed that a major earthquake could not occur for several decades and that it would incur only minimal damage. No one, however could have forseen the terrible chain of events that led to this disaster.

> **TUESDAY 10 a.m.**
> You are notified of a failure in the backup cooling system at the nuclear power plant, which you helped design, at the edge of the city. The primary system shows no problems. From your city office you coordinate the investigation into the failure of the backup.
>
> **TUESDAY 2.30 p.m.**
> The military explode a nuclear warhead in an underground test, deep within the desert to the east.
>
> **TUESDAY 8 p.m.**
> Several small shocks hit the city. The experts are puzzled at their occurrence. The city council decides to wait for a while.
>
> **WEDNESDAY 9 a.m.**
> The shocks have not subsided. In panic, people flee their homes. The city council orders an immediate evacuation. Your backup coolant failure investigation continues.
>
> **FRIDAY 8.15 a.m.**
> You have not left your office since Tuesday. The power plant maintenance foreman reports that the fault has been traced to

a switching valve. He will effect repairs immediately. The
evacuation is virtually complete.

FRIDAY 8.23 a.m.
A massive earthquake grips the city.
You had heard about earthquakes, but nothing could have
prepared you for the titanic, elemental violence of the actual
event.

FRIDAY 9.13 a.m.
The ground has finally stopped heaving.
You receive a frantic radio message from one of the power plant
repair crew. The primary cooling system is losing pressure and
the backup system is still inoperative, the men are not prepared
to wait any longer, they are leaving the area. In a few hours the
reactor will explode.

Your course of action is clear, you must make your way out of the city, reach the
power plant and repair the cooling system.

PLAYING THE GAME

Some locations have pictures associated with them. If it is your first visit to this
location the picture will be displayed. Pressing any key will clear the screen and
print the description, together with any supplementary information. The picture
can always be recalled by using the LOOK command. Once the description has
been printed, the ' > ' prompt symbol will appear together with a cursor.

GIVING COMMANDS

Except for the special commands, described below, commands are given in
complete English sentences. The language analyser will only accept
grammatically correct commands, though the word 'THE' may be omitted. This
has been done deliberately, to avoid the often bizarre responses given by some
parsers to wrongly constructed commands.
E.G. 'TAKE BOX' is correct, it is only a simple verb-noun construction but it is quite
legal in English usage.
'GO BOAT' is obviously wrong, no one would ever say such a thing. It is an attempt
to use the verb-noun construction in a situation that is too complex for it. 'CLIMB
INTO BOAT' is correct, using a different verb together with an appropriate
preposition produces a legal construction.
You may try a phrase that is quite legal, but is not understood. This is because no
game based language analyser can be expected to cope with all possible
phrases. This would require the complete English vocabulary and an enormous
syntax checker, so the analyser in this game has a vocabulary limited to the

words and phrases relevant to the game. (Plus a few that aren't).

SPECIAL COMMANDS

HELP or H   Use this when you're really stuck, but remember, the response may not always be helpful.

INVENTORY or I This will list all the objects that you are carrying.

LOOK or L   Print the location description. If this location has a picture associated with it, that will be reproduced first.

QUIT or Q   Used when you've had enough. You will be given the options to save your current status and start another game.

SAVE   This will save your current status onto the appropriate storage medium. It is advisable to use this frequently, especially where you are about to issue a command that you may subsequently regret.

LOAD   This will load a previously saved status file. This allows you to carry on where you left off the last time you saved.

SCORE   This shows you how well you are doing (or not!).

NORTH or N	Go North
SOUTH or S	Go South
EAST or E	Go East
WEST or W	Go West
UP or U	Go Down
DOWN or D	Go Up

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